**SAE - Who's Lying - Studio Application**

Below is the assessment rubric for this part of the project.

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| --- | --- | --- | --- | --- | --- | --- | --- |
| Studio Habits | x/60 | Your portfolio shows you have integrated this habit beyond the scope of the project's objectives | Your portfolio shows you have fully demonstrated this habit in your work. | Your portfolio shows you have mostly demonstrated this habit in your work. | Your portfolio shows you have partially demonstrated this habit in your work. | Your portfolio shows you are just beginning to demonstrate this habit in your work. | Your portfolio shows no evidence of this habit |
| **Develop Craft** | Your artwork shows a developed skill with the media used and **shows attention to detail and care and skill in construction** | 11 | 10 | 9 | 8 | 7 | 5 |
| **Stretch and Explore** | You planned and experimented with multiple solutions in order to explore **creative possibilities** before deciding on your course of action. | 11 | 10 | 9 | 8 | 7 | 5 |
| **Envision** | You developed your initial ideas into a finished artwork and **you found a unique and personal visual solution that avoided obvious clichés** | 11 | 10 | 9 | 8 | 7 | 5 |
| **Express** | You considered and integrated all aspects of your composition so that your artwork **communicates** your “big ideas” **effectively** | 11 | 10 | 9 | 8 | 7 | 5 |
| **Engage and Persist** | You showed persistence in **achieving quality** results and refined work based on your own observations and feedback from others | 11 | 10 | 9 | 8 | 7 | 5 |
| **Reflect** | Your response shows a clear understanding of how your artwork works visually and **how it fits in with the theme of the project.** | 11 | 10 | 9 | 8 | 7 | 5 |

**Essential Question**

How is investigating the Point-of View critical to understanding an artwork?

**Objective** - To use the style of Social Realism to make an artwork that **DOCUMENTS** or **PERSUADES** about a relevant real-world issue.

**Media** - Primary media = 2D drawing media that you wish

Secondary media = any additional media that you wish (ex. collage)

**Studio Preparation**

* Brainstorm some issues that you feel passionate about, or that you would like to do more about.
* using thumbnail sketches, develop at least 3 of those ideas (or 3 alternative possibilities for 1 idea)
* make some compositional sketches (at least 5 variations)
* do some media experiments if you are using a new media

**Studio Production**

* Make 3 artworks.
* choose the one you feel does the best job of meeting the objectives of the project